SOCCER

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System Soccer Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Enjoy World Cup action as you move your team up and down the field. Perform kick-offs, throw-ins, goal kicks and corner kicks — just like in a real soccer match. You can choose (from 1 ~ 5) the skill level of the opposing team, so as your team improves, so does your opponents. Select a computer team or play against a friend. You even choose the length of the match, and as time ticks down, be prepared for a great half-time show.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with paint thinner, benzene, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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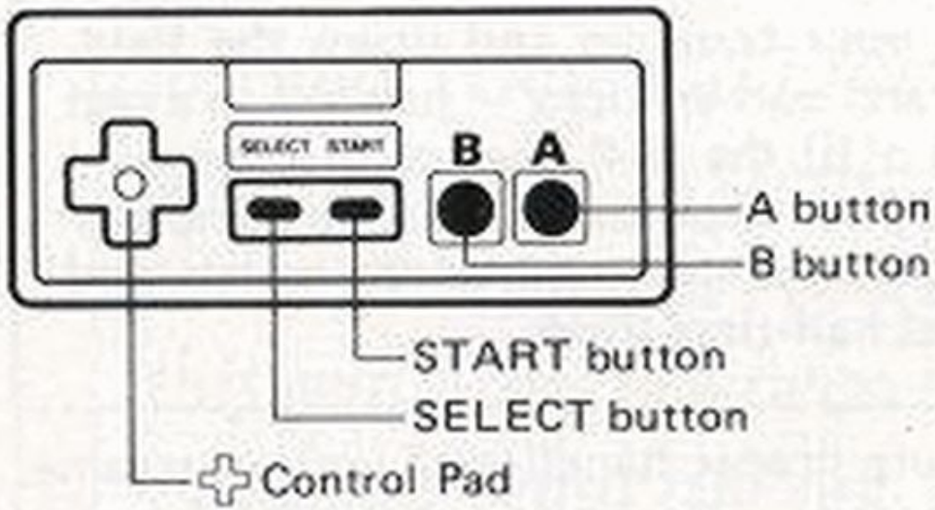
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/Controller 2



* Controller 1 – for 1 Player Game.
* Controller 2 – for second player in 2 Player Game.

Operating the controller for this soccer game is fairly complicated. Read this instruction booklet carefully and get used to the operations in order to master the functions of all buttons.

OFFENSE:

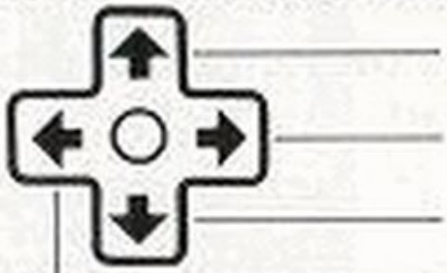
[✣ Control Pad]

Dribbling

The controller number is indicated on top of the player who is dribbling.

Controlling who you pass to

The controller number will flash on top of the player who will receive the pass.



Receiver changes to the player above the ball.

Receiver changes to the player to the right of the ball.

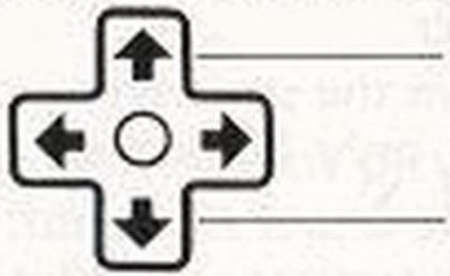
Receiver changes to the player below the ball.

Receiver changes to the player to the left of the ball.

Controlling direction of goal shots

The position of the shot marker (arrow) in front of your opponent's goal determines the direction of your shot.

* No arrow appears during penalty kick sessions.



Marker moves up.

Marker moves down.

[A button]

This button is used for shooting.
Move the shot marker with the ✣ control pad, and press the A button.

[B button]

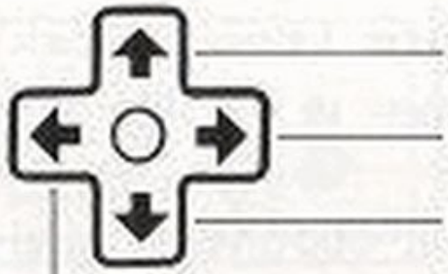
This button is used for passing.
Designate the player to receive the pass with the ✣ control pad, and press the B button.
Control will be transferred to the player who receives the pass.

DEFENSE:

[Control Pad]

(1) Moving players

The controller number is indicated on top of the player who can be controlled.

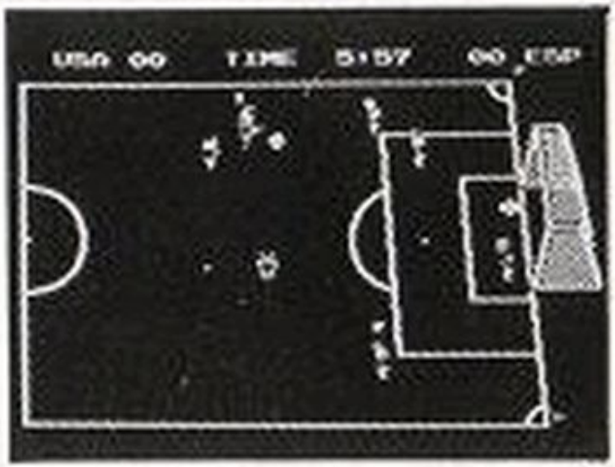


Player moves up.

Player moves to the right.

Player moves down.

Player moves to the left.



(2) Moving the goalkeeper

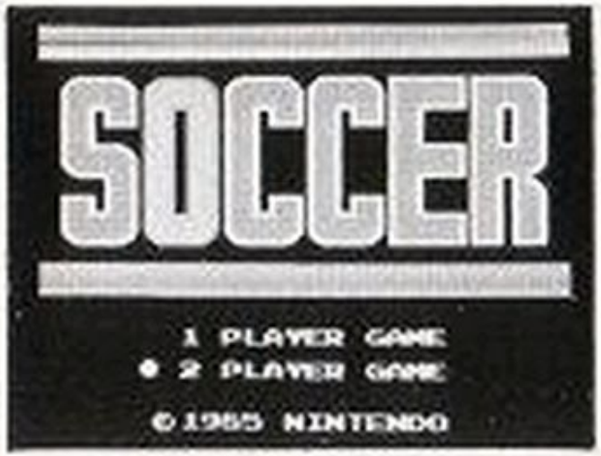
The goalkeeper is moved in the same way as described in (1); however, he can only be moved within the penalty area (see page 10).

[A button] Not used.

[B button] Not used.

This button is used to transfer control to a team member near the ball.

Note: Do not confuse controller operations for offense and defense. Don't forget, offense and defense will switch back and forth as the game goes on.



SELECT button

Press this button to see SELECTIONS list.

START button

When this button is pressed, the soccer ball moves. Line up the ball with the game you wish to play.

- In the 1 Player Game, you challenge the computer.
- In the 2 Player Game, 2 players compete against each other.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

SELECTIONS List

Choosing the opposing team, their skill level, and the match time.

- **1 Player Game** (Use Controller 1 to play against the computer)

(1) Press the top or bottom of the ✣ Control Pad to line up the arrow with TEAM SELECT, and then choose your team with the right or left side of the ✣ Control Pad.

(2) Press the top or bottom of the ✣ Control Pad to line up the arrow with SKILL LEVEL, and then choose the difficulty level with the right or left side of the ✣ Control Pad.

(1 2 3 4 5)
Beginner · · · · · · · · → Professional

(3) Press the top or bottom of the ✣ Control Pad to line up the arrow with HALF TIME, and then choose the match time with the right or left side of the ✣ Control Pad.

* The match will begin when the START button is pressed.
* Controller 1 defends the left-hand goal.
* A whistle begins the game, but control of the players begins when the controller number appears on top of a player.

- **2 Player Game** (Use Controllers 1 and 2 and compete with a friend)

(1) Press the top or bottom of the ✣ Control Pad on Controller 1, and line up the arrow with TEAM SELECT. Press the right or left side of the Control Pad on Controllers 1 and 2, and choose your teams.

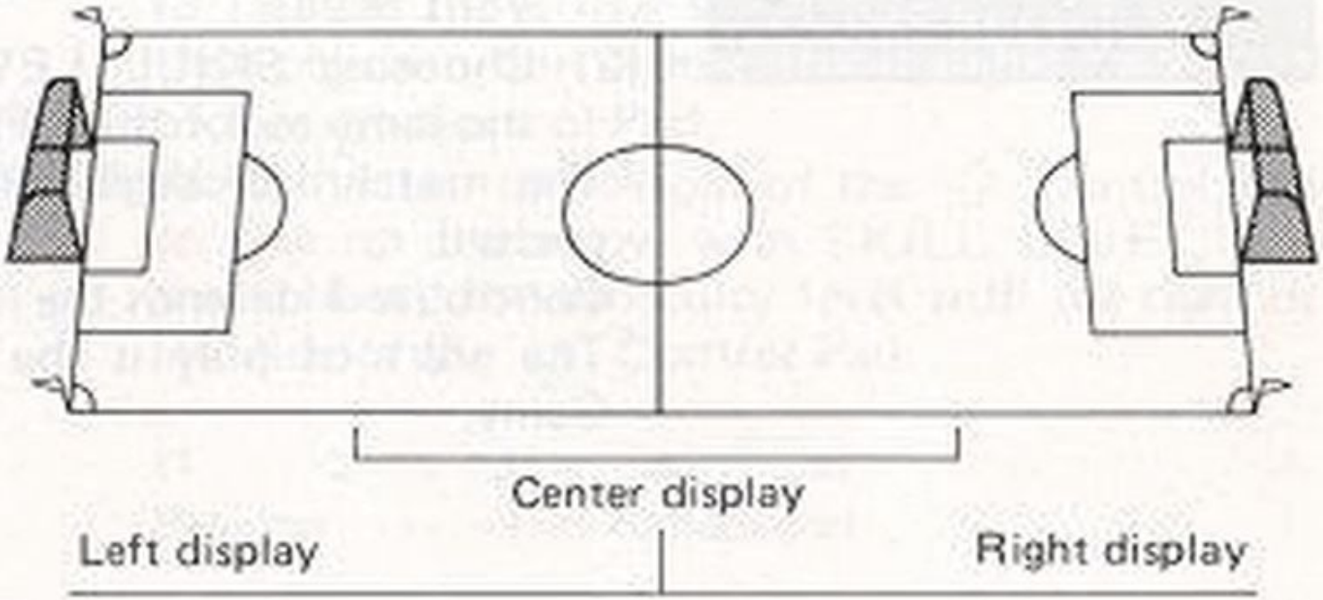
(2) Choosing SKILL LEVEL and HALF TIME is the same as for the 1 Player Game.

* The match will begin when the START button is pressed.
* Controller 1 defends the left-hand goal.
* The start of play is the same as for the 1 Player Game.

3. HOW TO PLAY

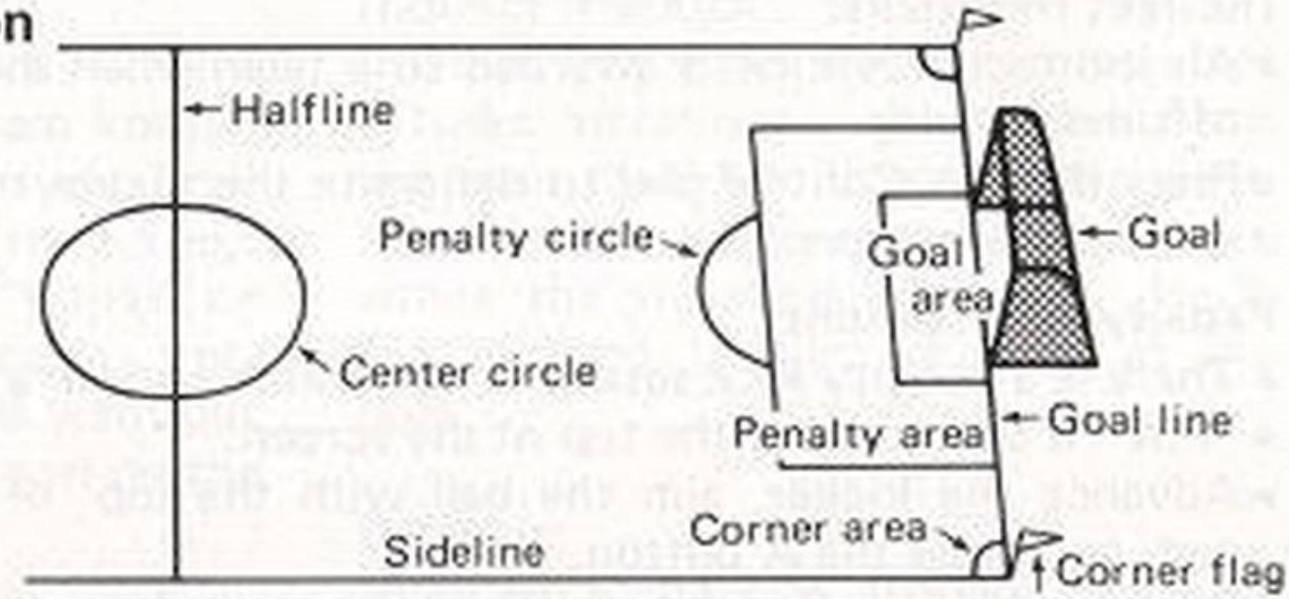
There are two Soccer games available: a 1 Player Game where the computer is your opponent, and a 2 Player Game where two players play against each other.
*Note that some rules differ than those of the real game.

- The player indicated with the controller number is controlled.
- See section on "Names of Controller Parts and Operating Instructions", to learn about dribbling, goal shots, passing and goalkeeper operations.
- In the case of a tie, there is a penalty kick session.



- In Nintendo Entertainment System Soccer, shots are valid even if time runs out (TIME OUT) while they are in mid-flight.
- There is a 3-minute warning before time runs out.
- Throw-ins, goal kicks, corner kicks or indirect free kicks are played automatically if the ball is held for longer than 8 seconds.
- Goals are not changed at half time.

Playing Field Description



Kick off

- The game begins automatically with a kickoff. When the controller number appears on top of a player, he can be controlled with the ✣ control pad.

Throw-ins:

- A throw-in is performed when the ball goes past a sideline and out of bounds.
- Press the ✣ Control Pad to designate the player who will receive the throw, and then press the B button.

Goal kicks:

- A goal kick is performed when the opponent kicks the ball out of bounds across your goal line.
- Press the ✣ Control pad to designate the player to receive the kick, and then press the B button.

Corner kicks:

- A corner kick is performed when the opponent kicks the ball out of bounds at his own goal line.
- Press the ✣ Control pad to designate the player to receive the kick, and then press the B button.

Indirect free kicks:

- An indirect free kick is awarded to a team when the opposing team commits an offsides penalty.
- Press the ✣ Control pad to designate the player to receive the kick, and then press the B button.

Penalty kick sessions:

- There is a penalty kick session if the match ends in a tied score.
- "P.K" is displayed at the top of the screen.
- Advance the kicker, aim the ball with the top or bottom of the ✣ control pad, and press the A button.
- Each team kicks five times. The team with the most goals wins. (The game will end when a winner is decided even if all kicks have not been finished.)
- If there's a tie in the penalty kick session, the entire game is a tie.

Soccer Terminology

Kickoff:
The kick that begins a game or the kick that restarts play after a goal (performed by the team against which the goal was scored).

Throw-in:
Throw-ins are performed when the ball goes out of bounds over a sideline. A player from the team that didn't knock the ball out passes the ball to a team member from the point at which the ball went out.

Goal kick:
You are allowed a goal kick when a member of the opposing team knocks the ball out of bounds over your goal line. A player from your team kicks the ball in from either the "upper" or "lower" corner of the penalty area, depending on where the ball went out (either above or below the goal on the screen).

Corner kick:
The opposing team is allowed a corner kick when you knock the ball out of bounds over your own goal line. A player from the opposing team kicks the ball in from either the "upper" or "lower" corner area, depending on where the ball went out (either above or below the goal on the screen).

Indirect free kick:
Indirect free kicks are performed after offsides violations. A member from the team that didn't commit the violation kicks the ball in from the place where the violation occurred. He is not allowed to kick directly at the goal.

Offsides:
In order to pass to a player on your own team, at least two players from the opposing team (including the goalkeeper) must be present between the player and the opponent's goal line for the pass to be legal. Otherwise, an offsides penalty occurs. When this violation occurs, the opposing team is awarded an indirect free kick.
Note that offsides are not called past the half-field line due to screen limitations.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 – 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

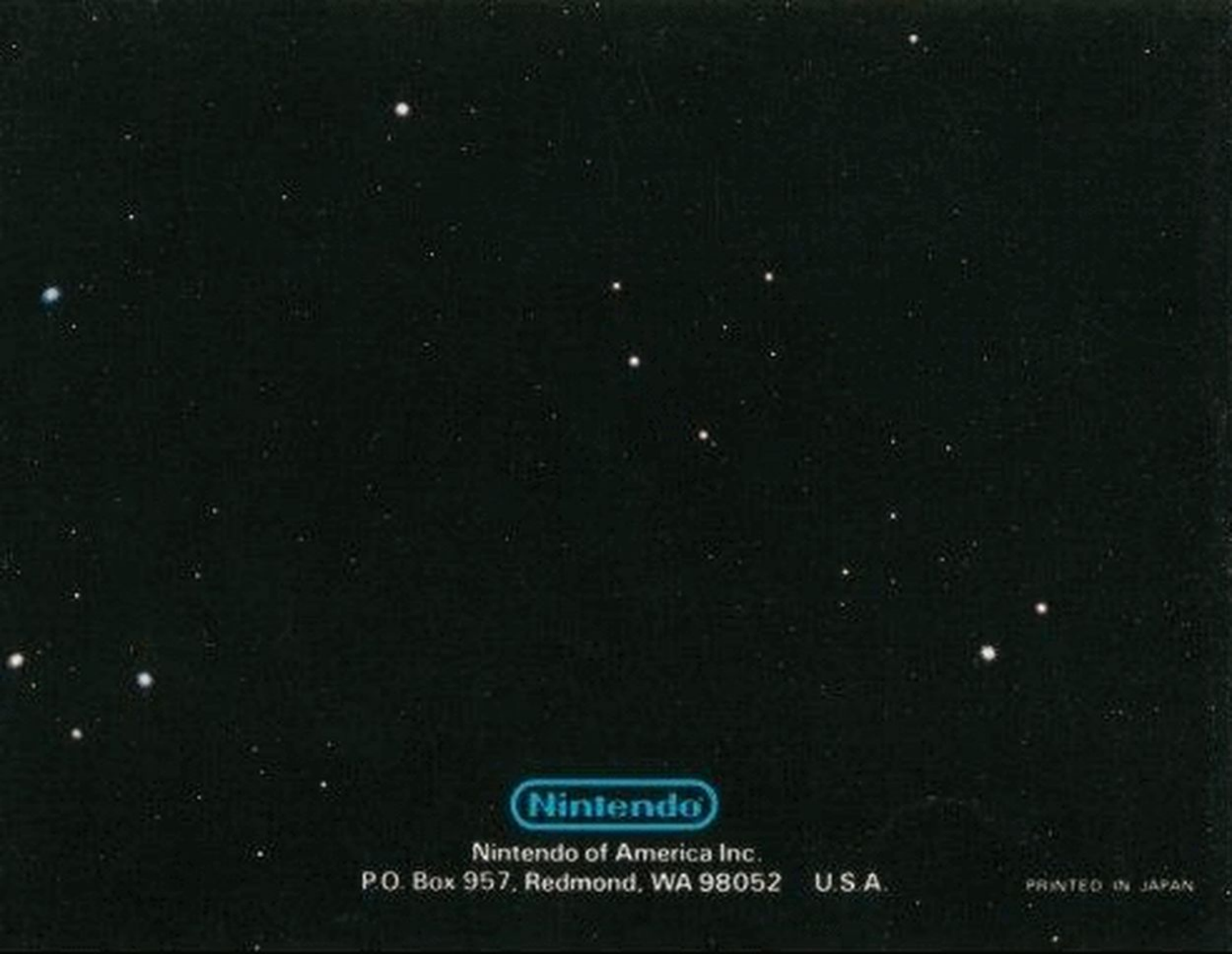
REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



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